

FIG. 1 is a block diagram of an example award credit system.

**FIGURE 1**  
Example Award  
Credit System

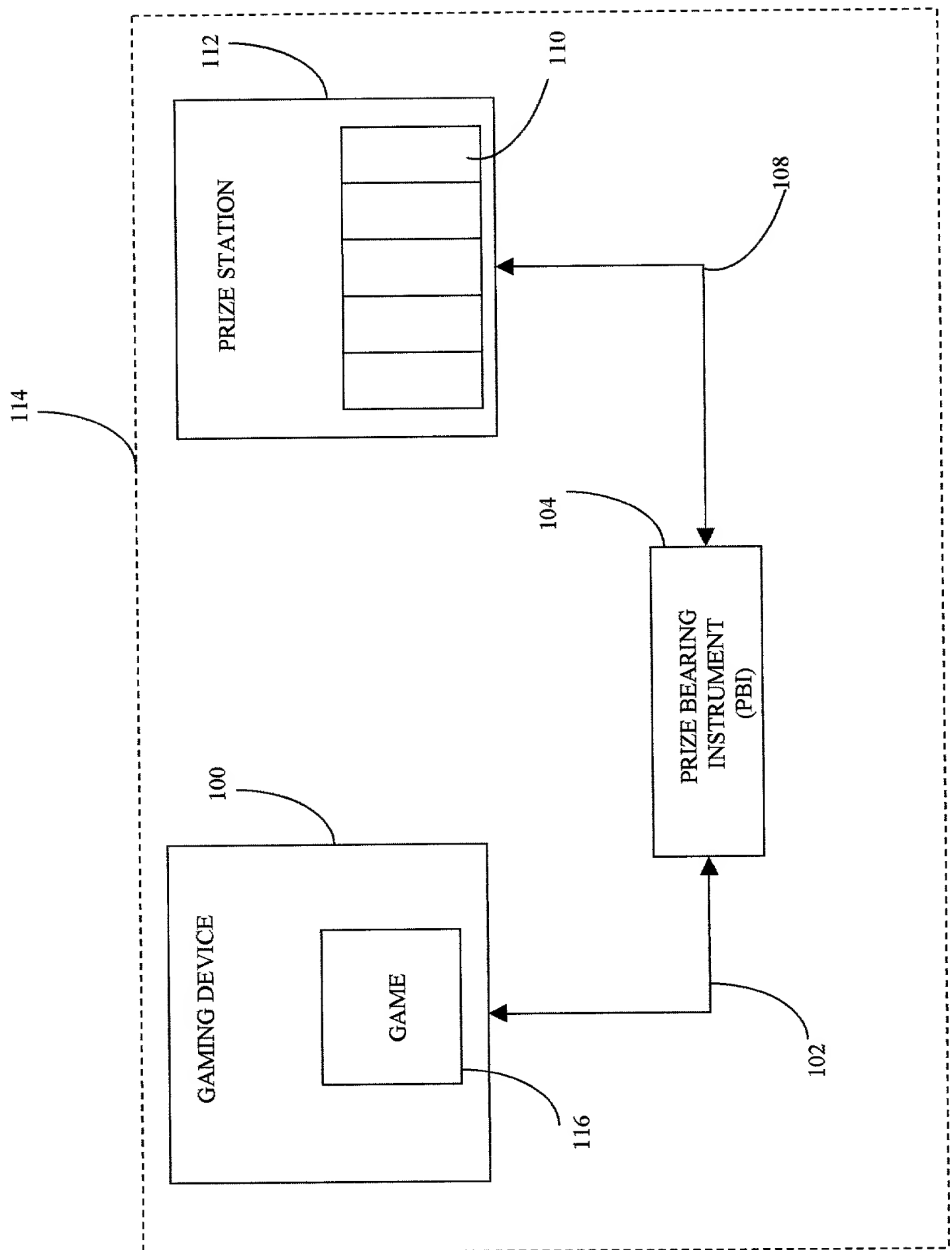
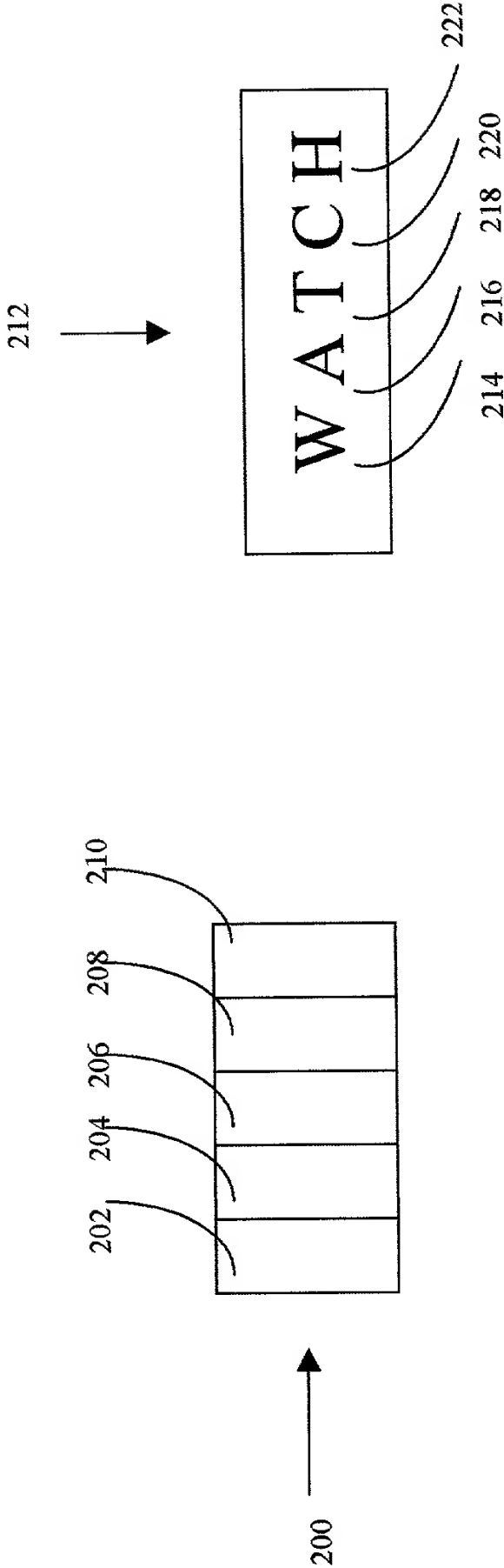
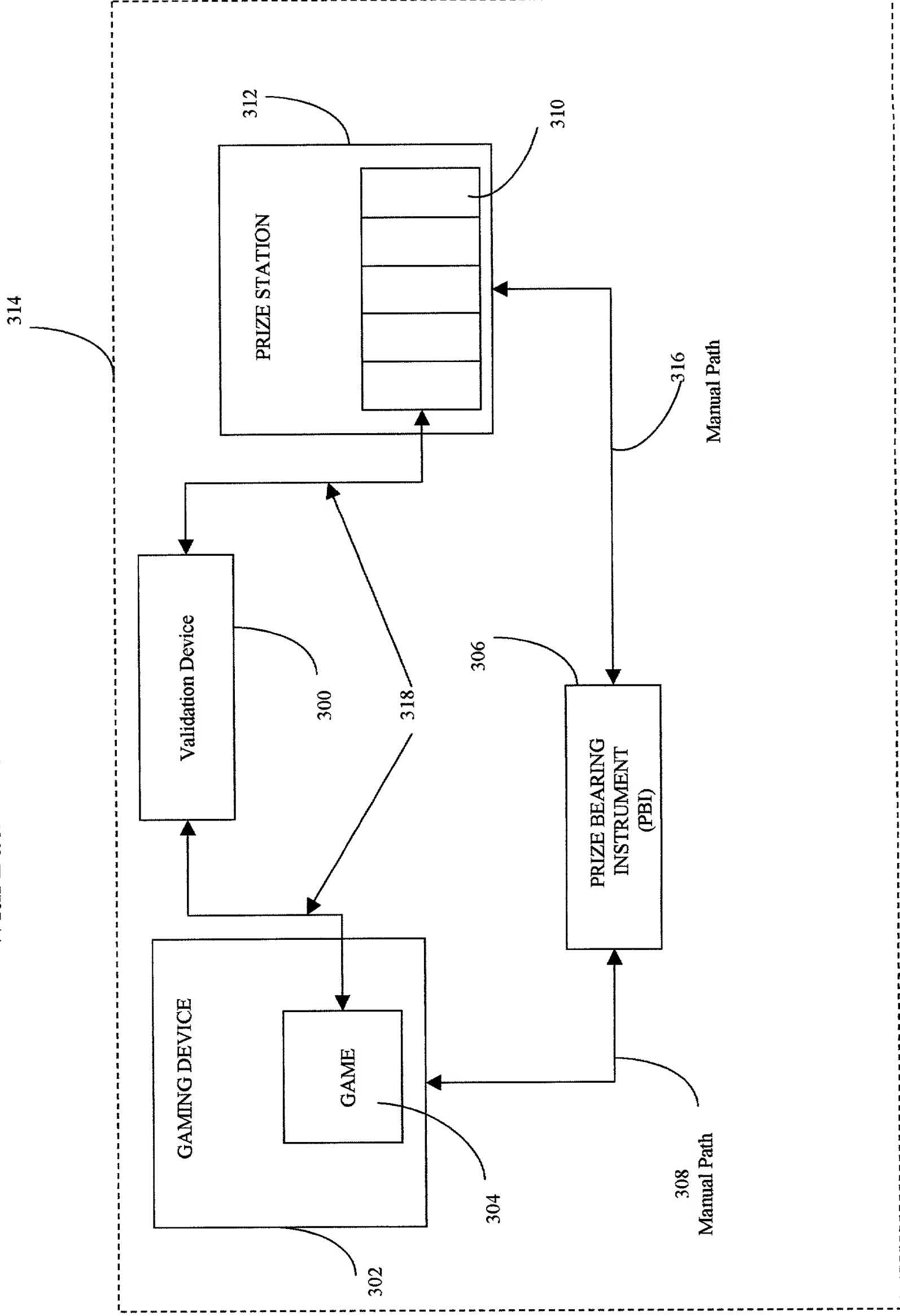


FIGURE 2  
Meta-Games According To  
The Present Invention




# FIGURE 3

Award Credit Accounting  
With Back End Validation Device



**PLATINUM CERTIFICATE**

TIME: 19:34:59      SLOT: 3-01  
DATE: 12/05/00      TICKET: 1



5-006-003-01-00001-280-2

**REDEEM FOR DIAMOND RING  
OR SIMILAR**

42

40

FIG. 4

# FIGURE 5

Gaming Device And Prize Station  
On One Physical Machine

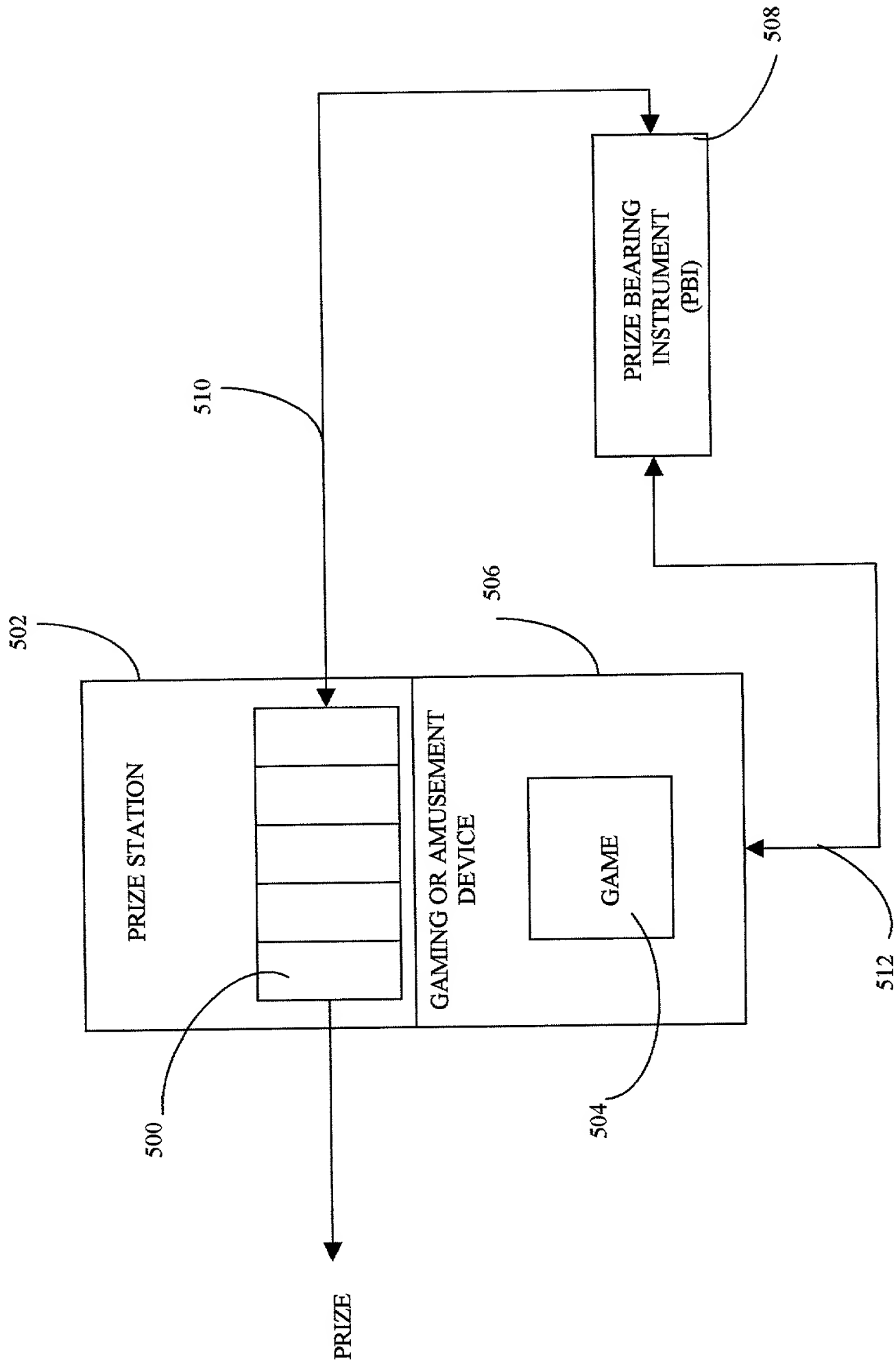
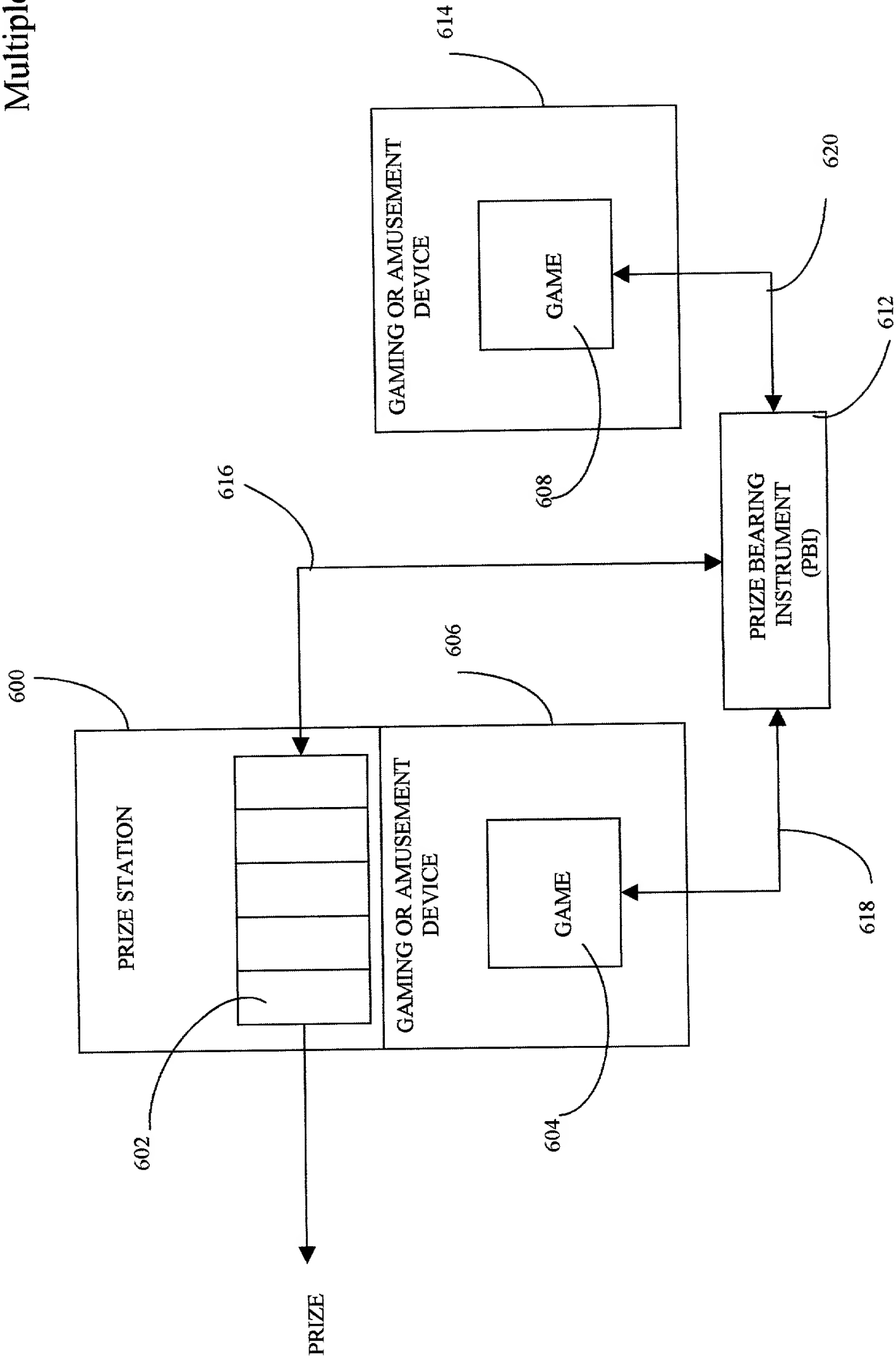
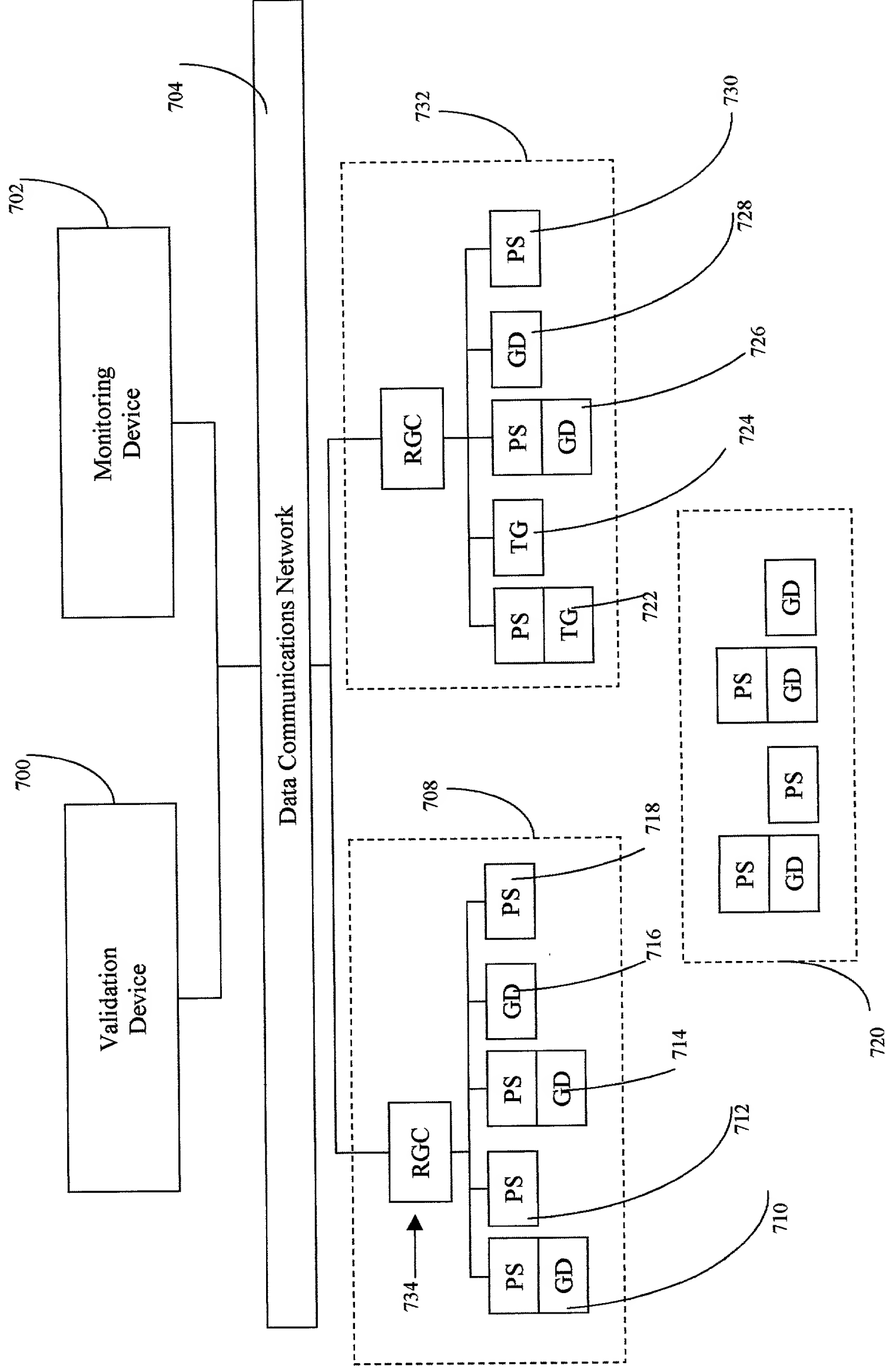


FIGURE 6  
Award Credits On  
Multiple Machines



# FIGURE 7

Award Credits In A Networked Environment



**FIGURE 8**  
Gaming Device Details

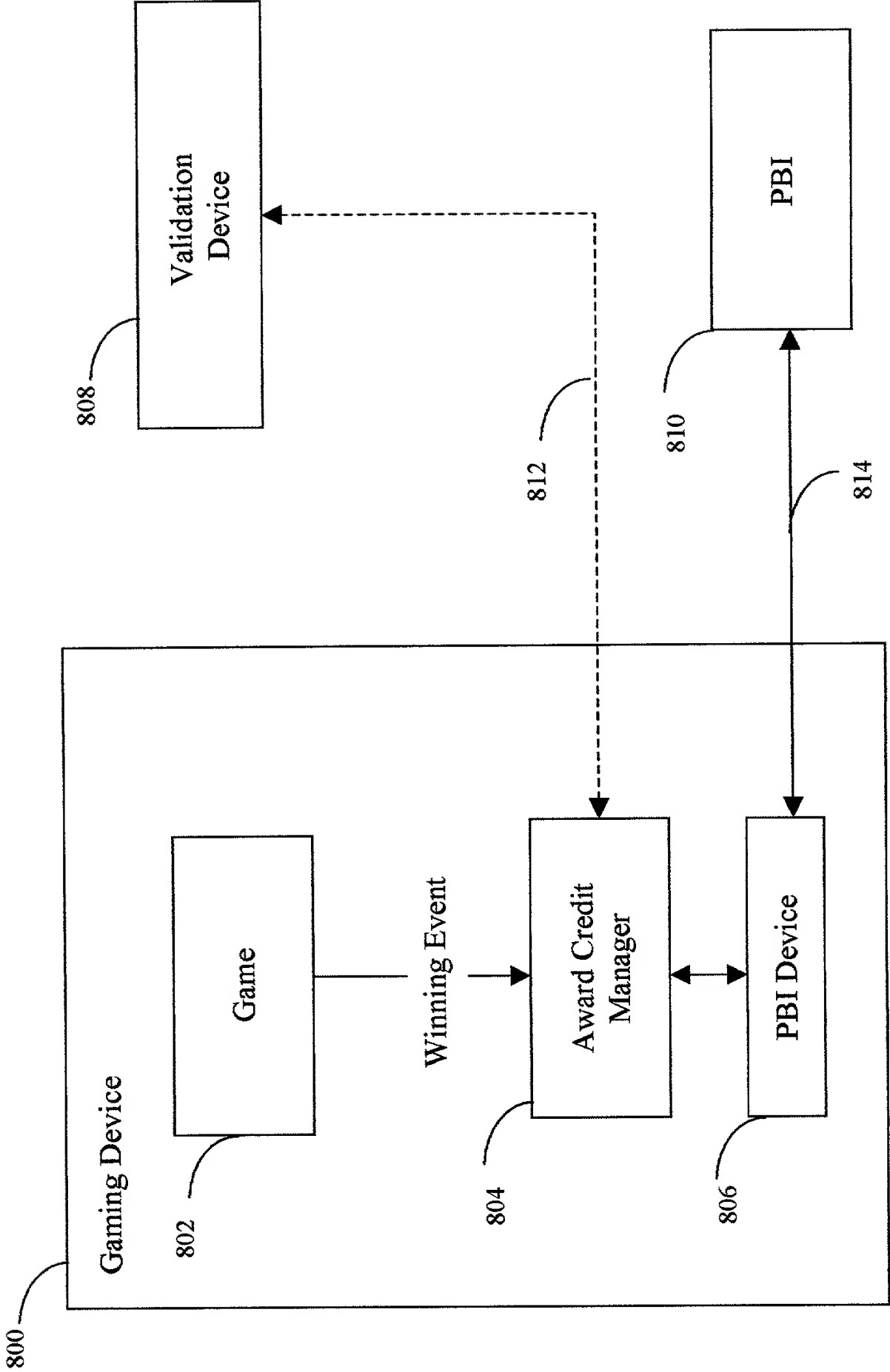
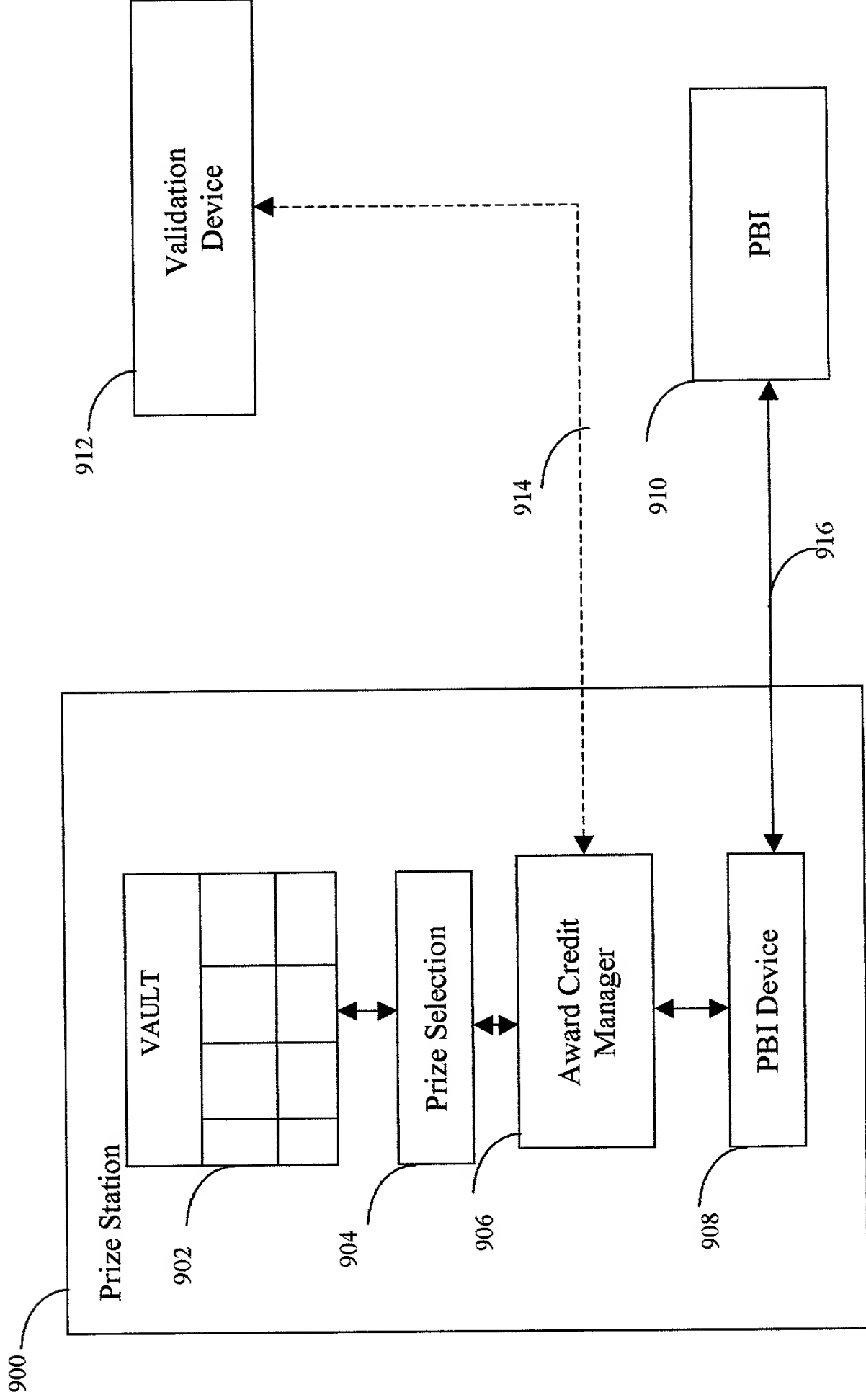




FIGURE 9  
Prize Station Device Details



# FIGURE 10

Further Meta-Game Examples

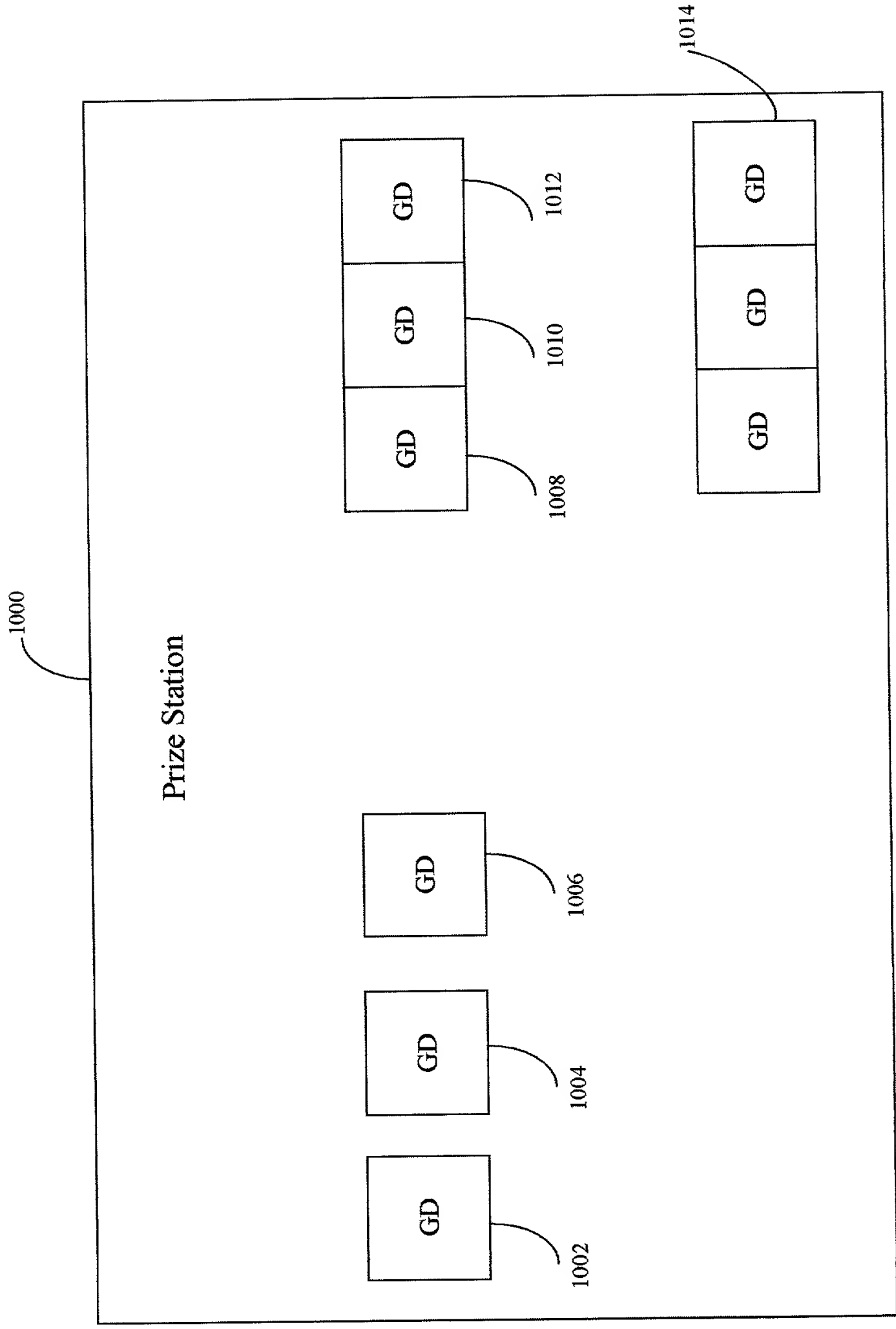


FIGURE 11

Hierarchical Prize Levels

The value of a prize at any level is deemed to be one-half the value of the prizes one level above itself and twice the value of the prizes one level below itself.

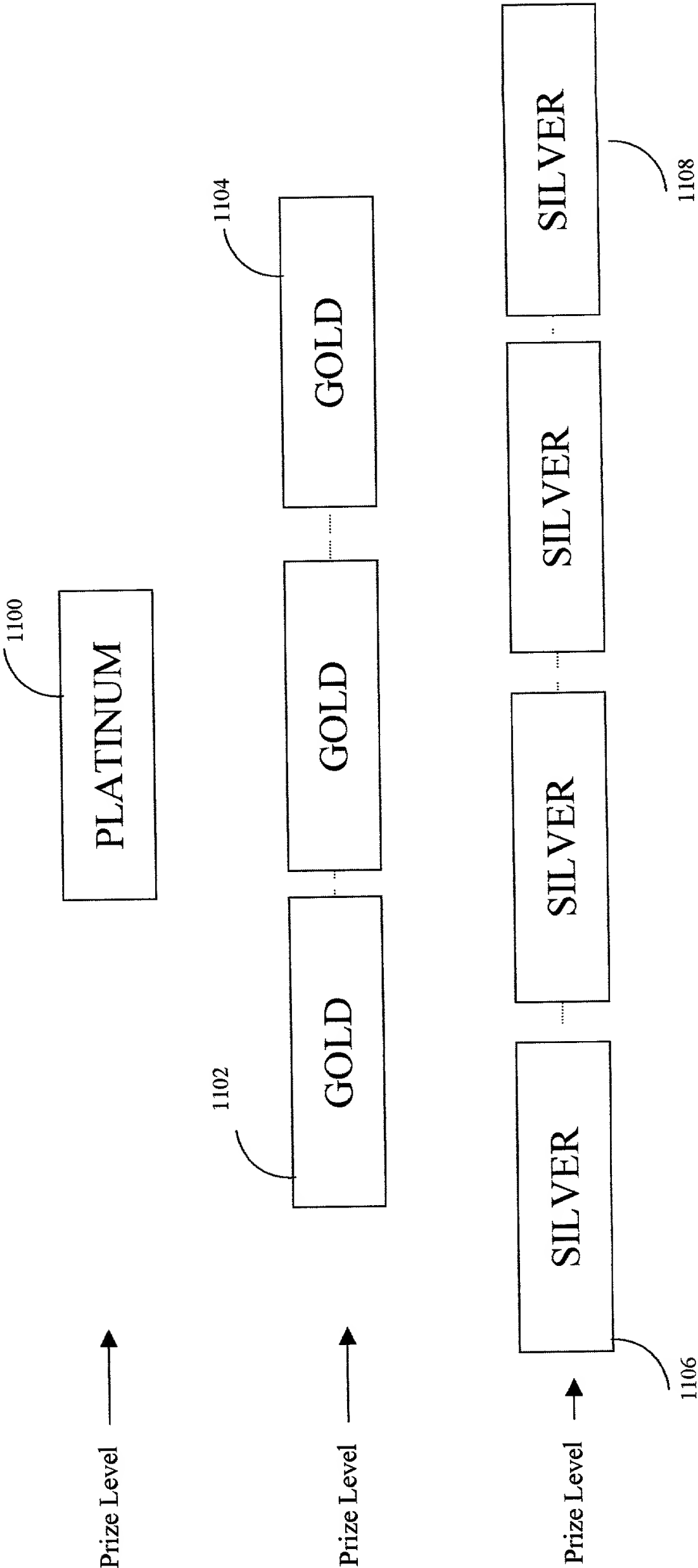
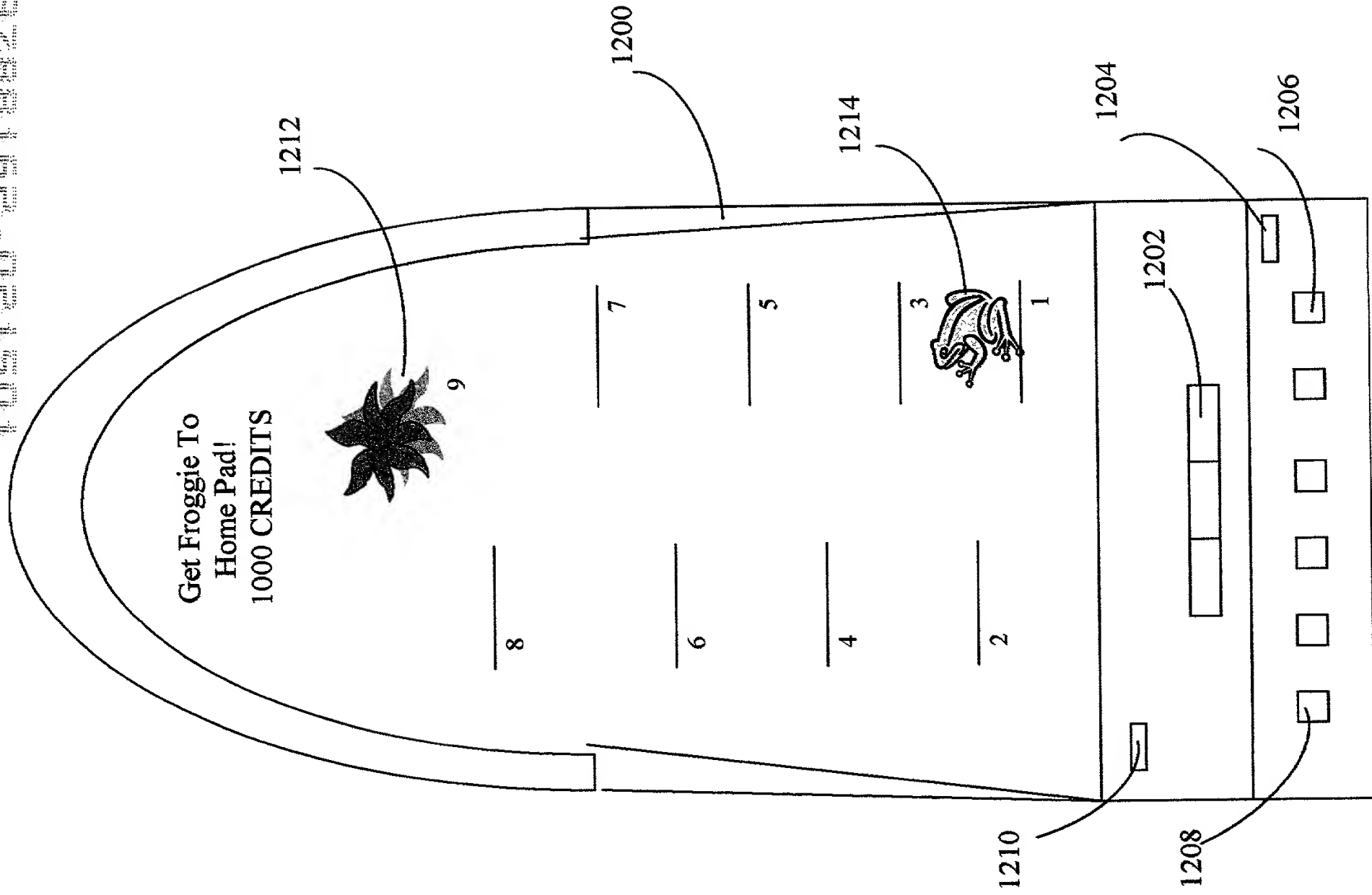
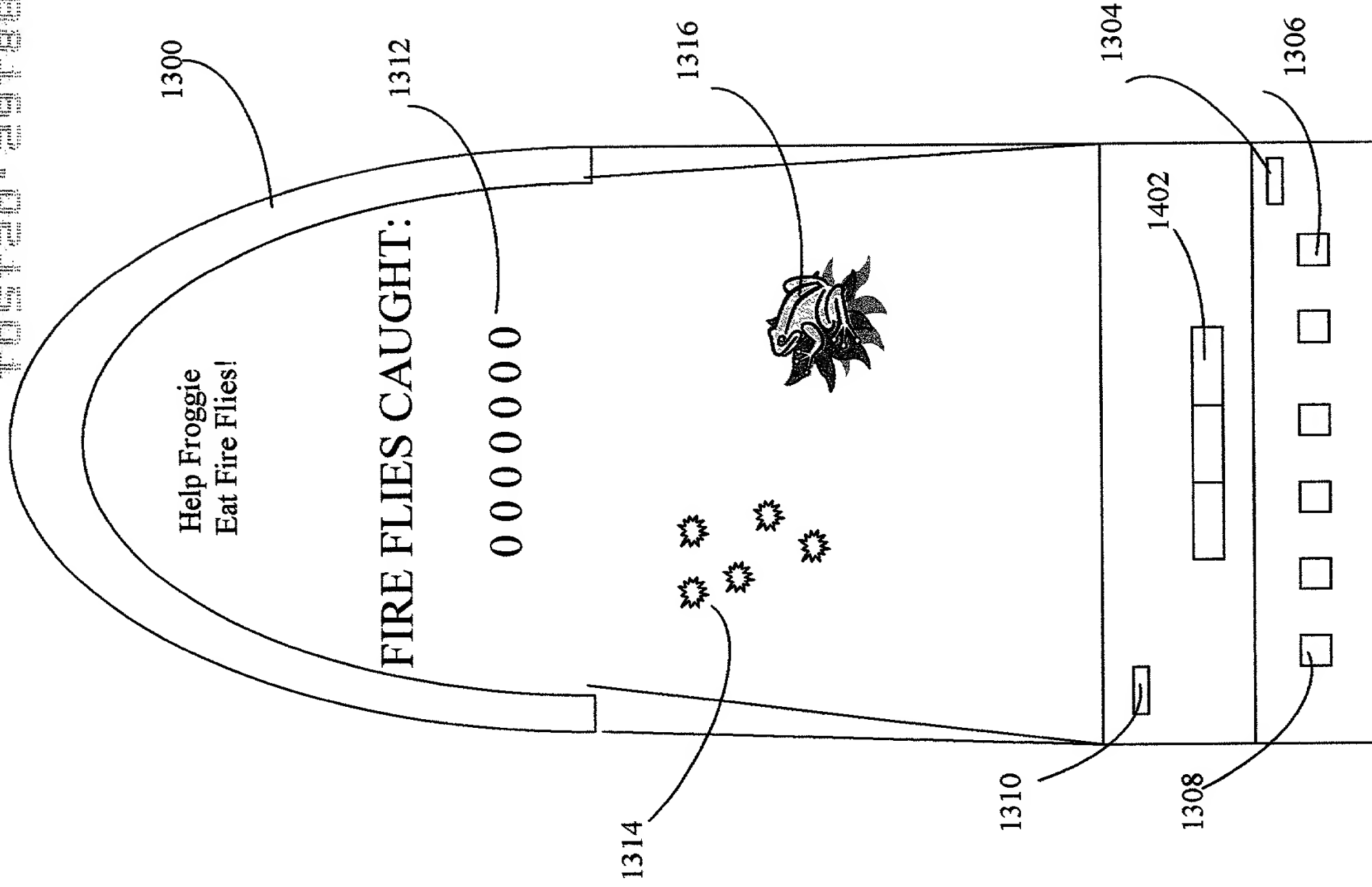


FIGURE 12  
Game State Saving Game  
With Credits



**FIGURE 13**  
Game State Saving Game  
With Skill Points



# FIGURE 14

Example Award Credit, Game State, And Promotional Credit System

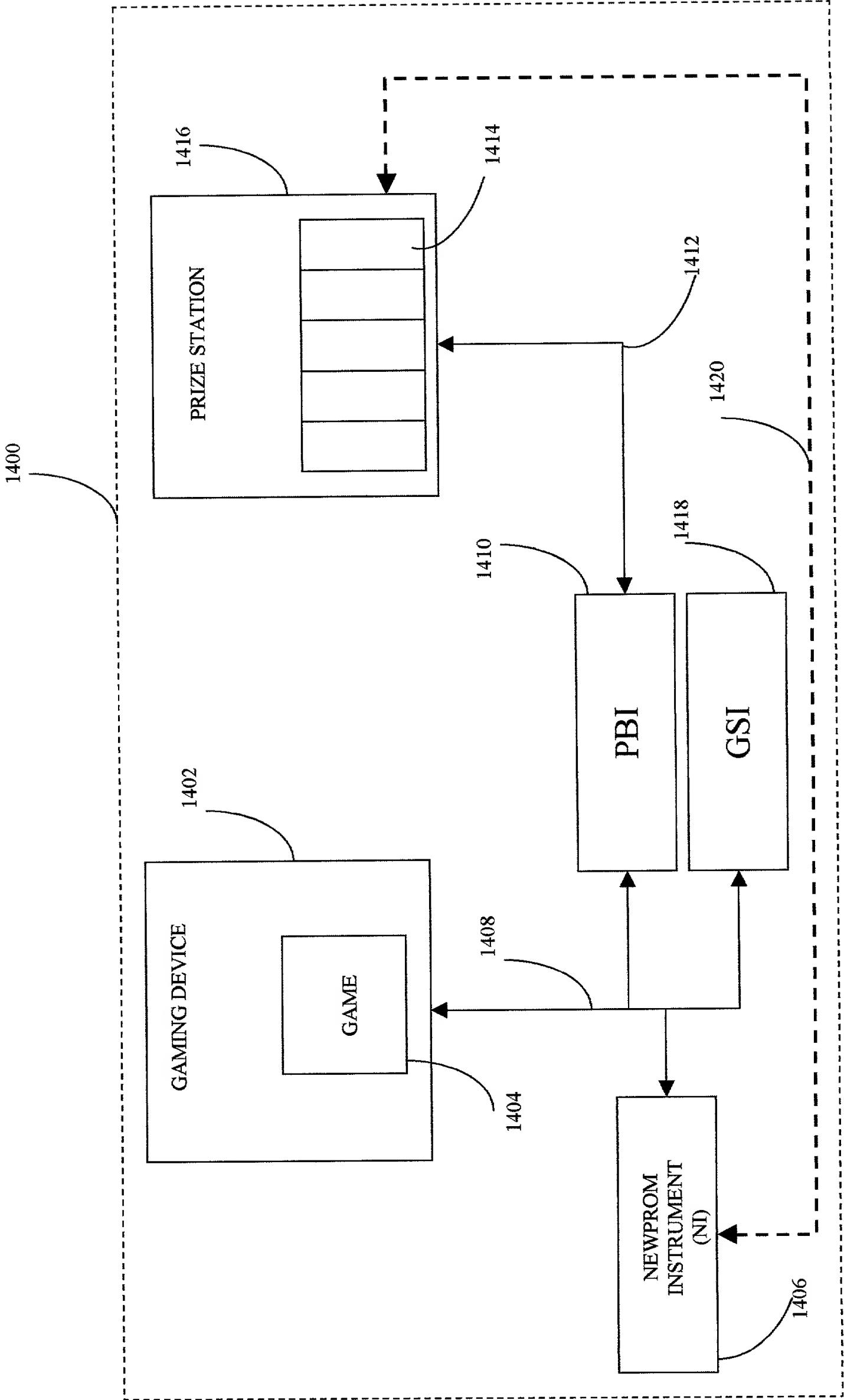


FIGURE 15

15-A

Example Elements Used To Determine Promotional Credit Issuance

Generally Applicable Elements

- 1 Time Restrictions
- 2 Location Restrictions
- 3 Gaming Device Restrictions
- 4 Game Play Enhancements
- 5 Award Level Enhancements
- 6 Triggering Events
- 7 Distribution Means

Simplified Example Of Element States Used With Enhanced Wheel Of Fortune™ Gaming Devices

- 1 Time Restrictions: 5 States  
(Minutes, Hours, Days, Weeks, Months)
- 2 Location Restrictions: 1 State  
(Single Issuing Establishment)
- 3 Gaming Device Restrictions: 1 State  
(Applicable Only To Enhanced Wheel Of Fortune™ gaming devices)
- 4 Game Play Enhancements: 2 States  
(Additional Active Pointers, Jackpot Window)
- 5 Award Level Enhancements: 1 State  
(Peripheral Indicia)
- 6 Triggering Events: 2 States  
(Time Played, Amount Spent)
- 7 Distribution Means: 3 States  
(At Gaming Device, Targeted Mailings, Mass Local Mailings)

# FIGURE 16

Enhanced Wheel Of Fortune™ Game

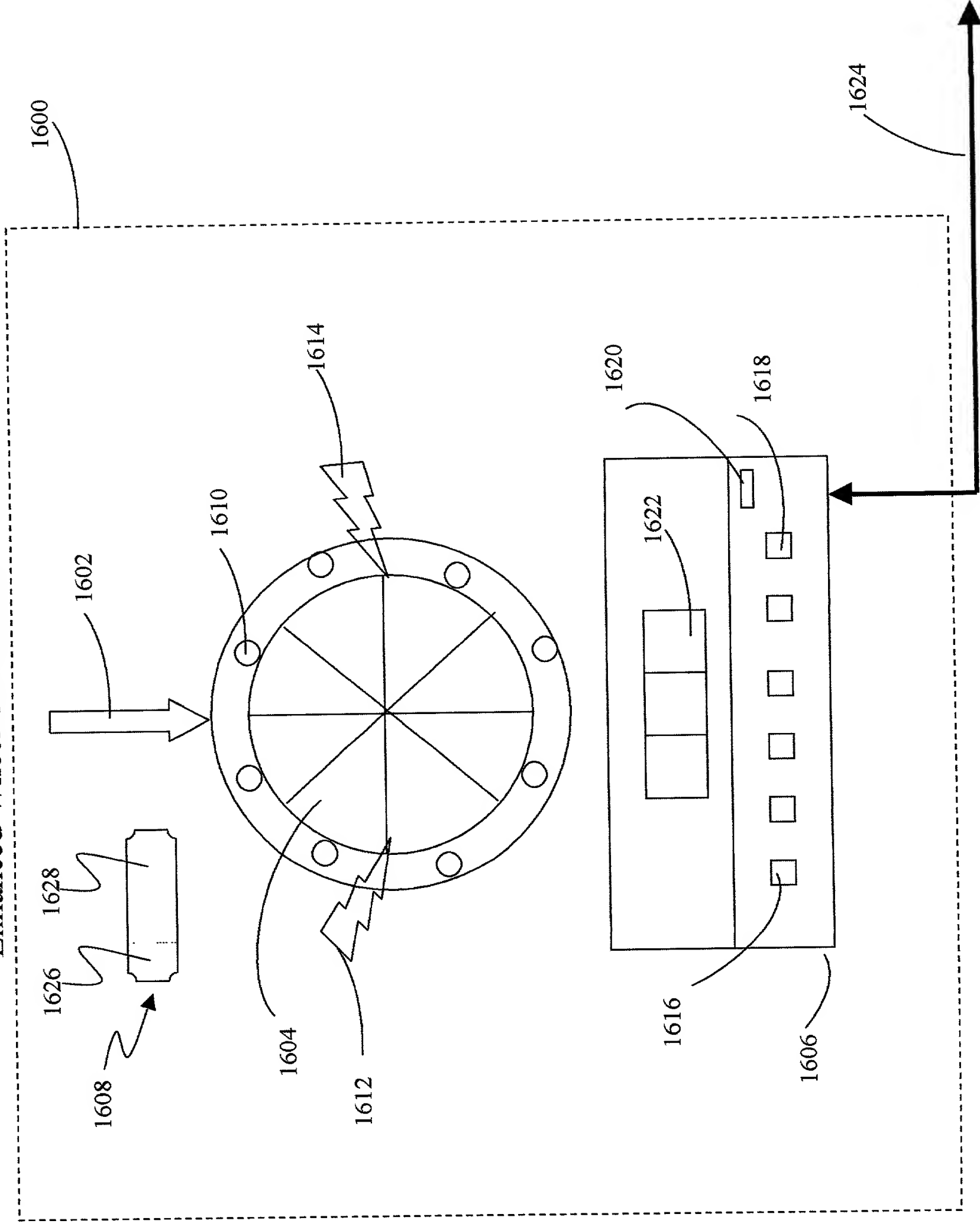
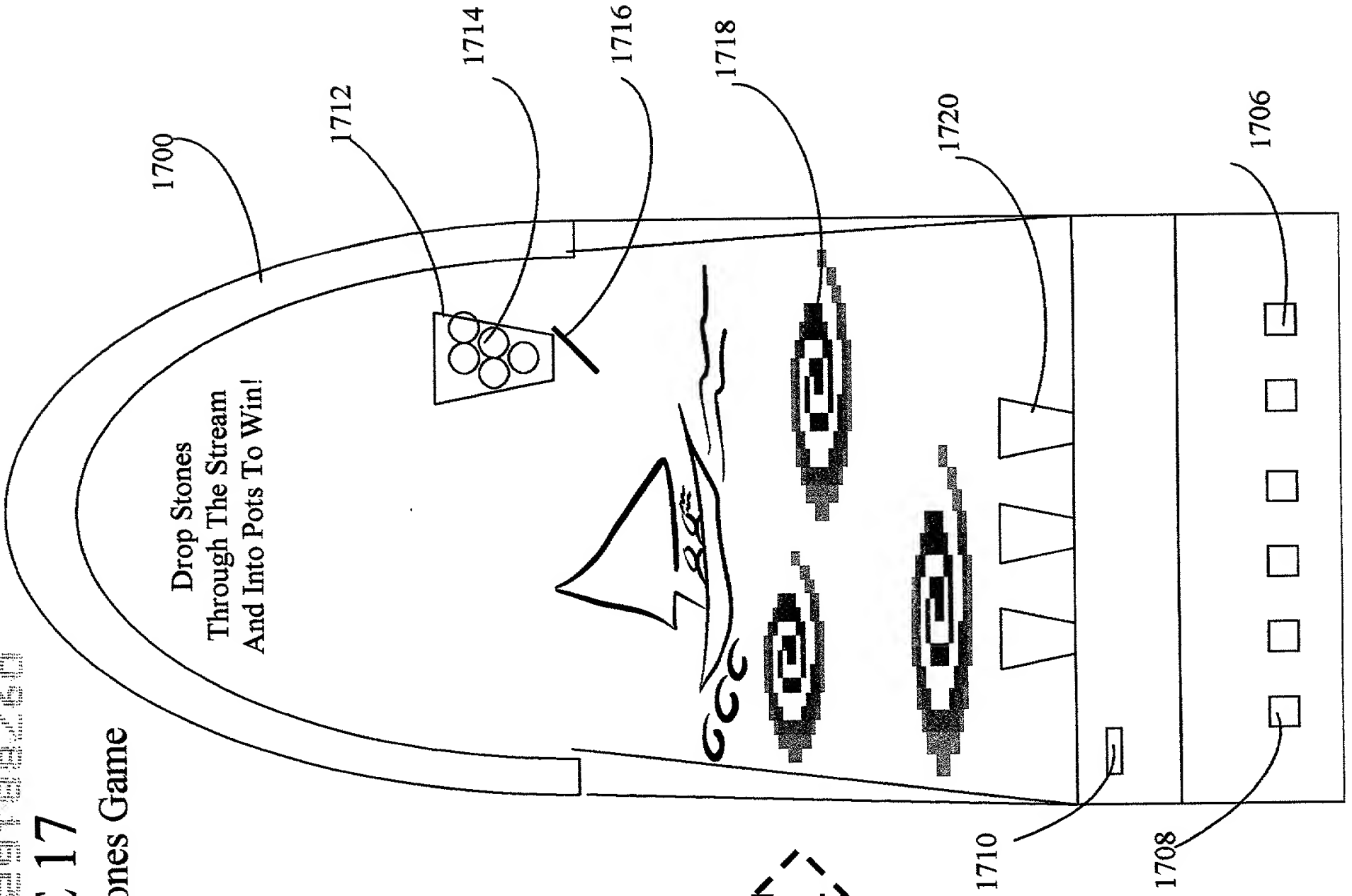
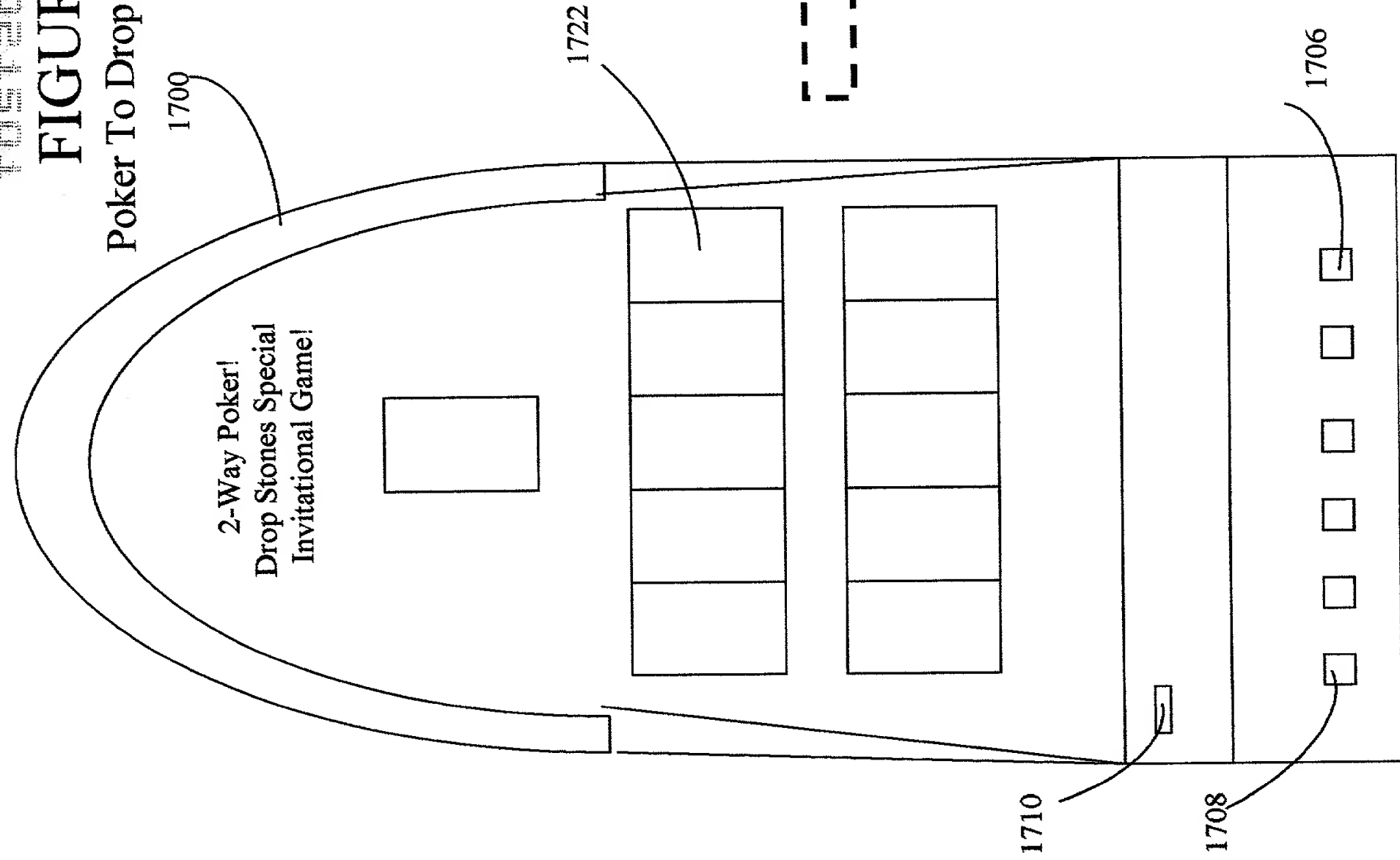




FIGURE 17

Poker To Drop Stones Game



# FIGURE 18

## Method Of Determining Promotion Awards (Newprom Awards)

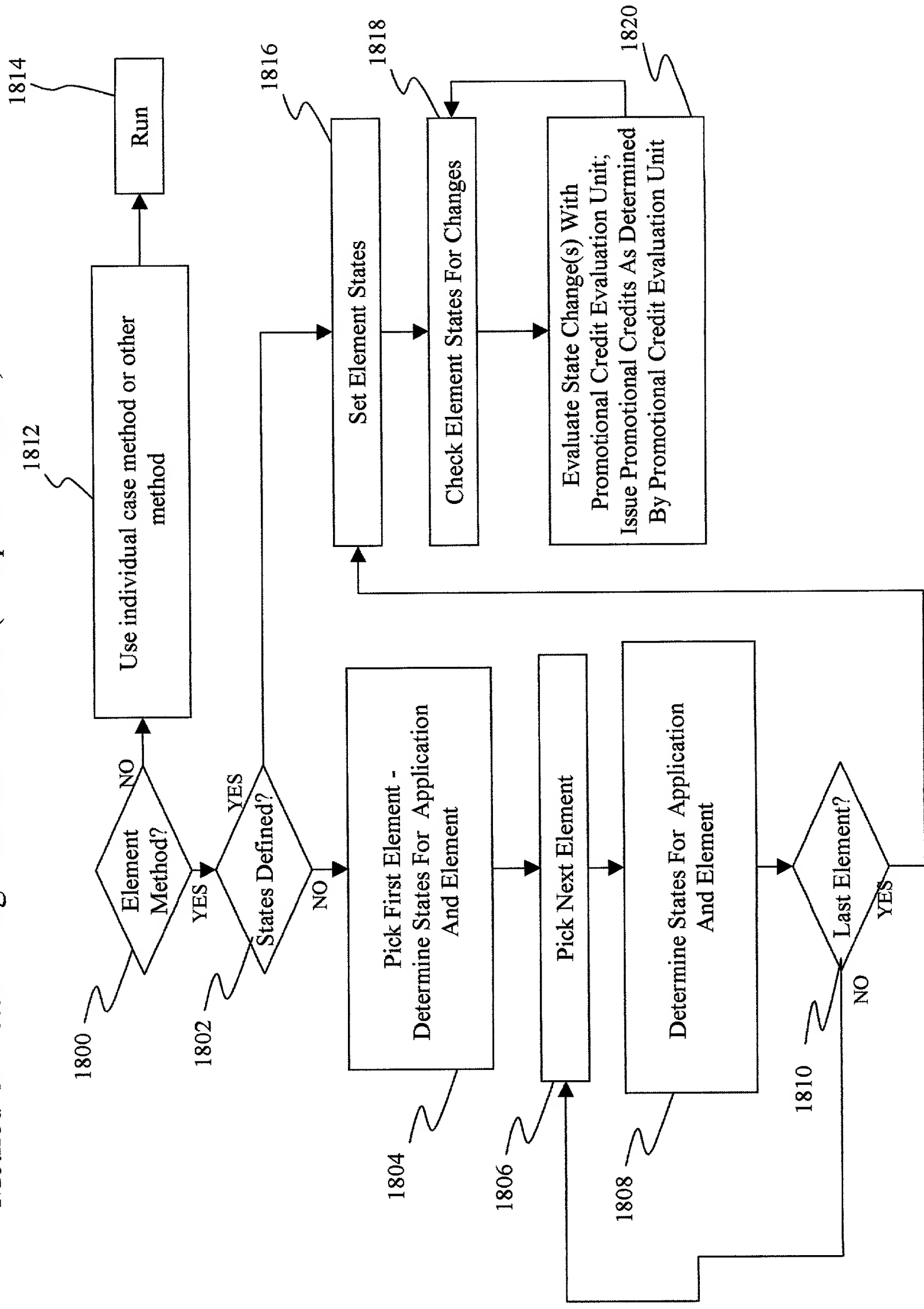
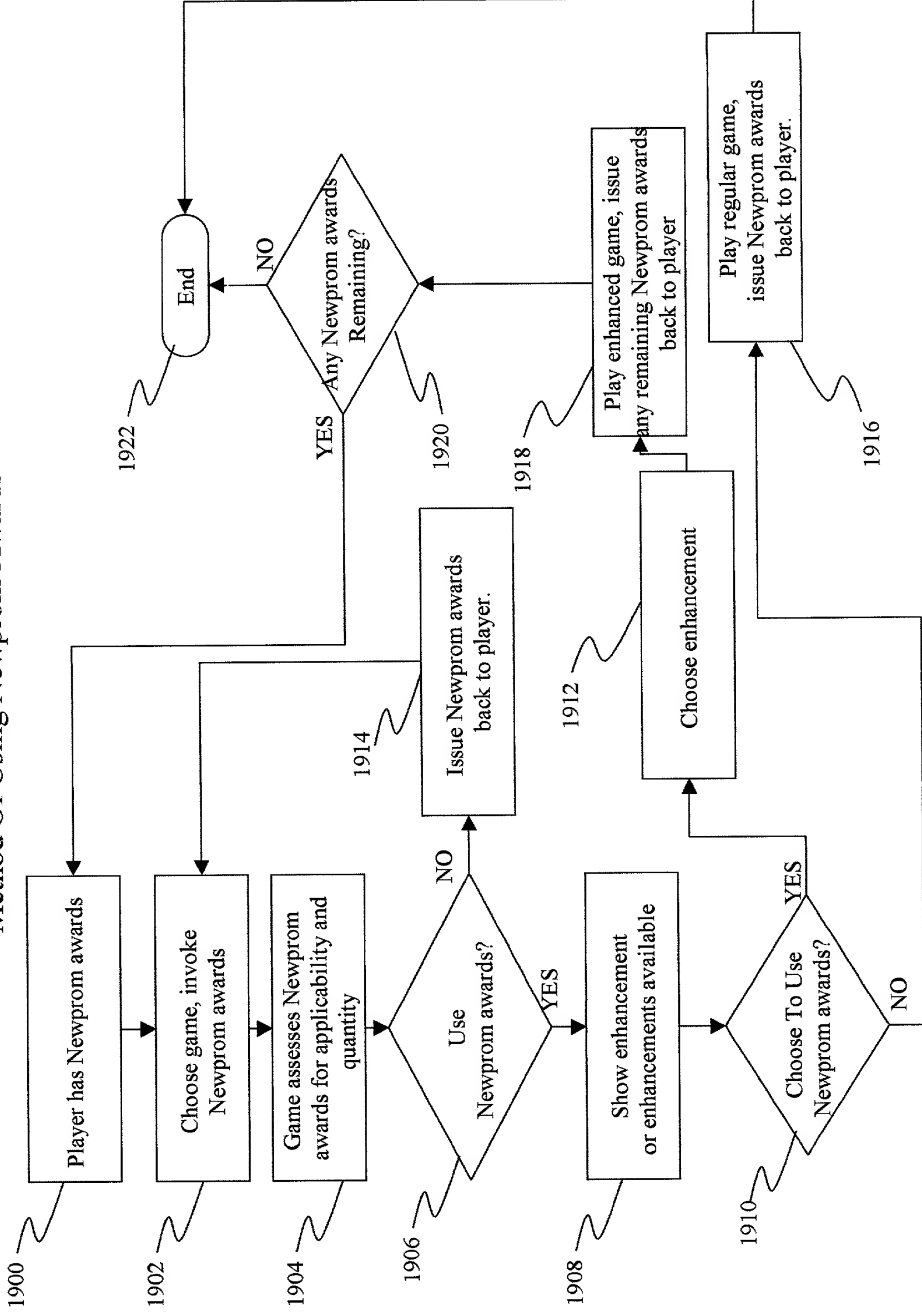


FIGURE 19

# Method Of Using Newprom Awards



# FIGURE 20

Promotional Credit Status Device

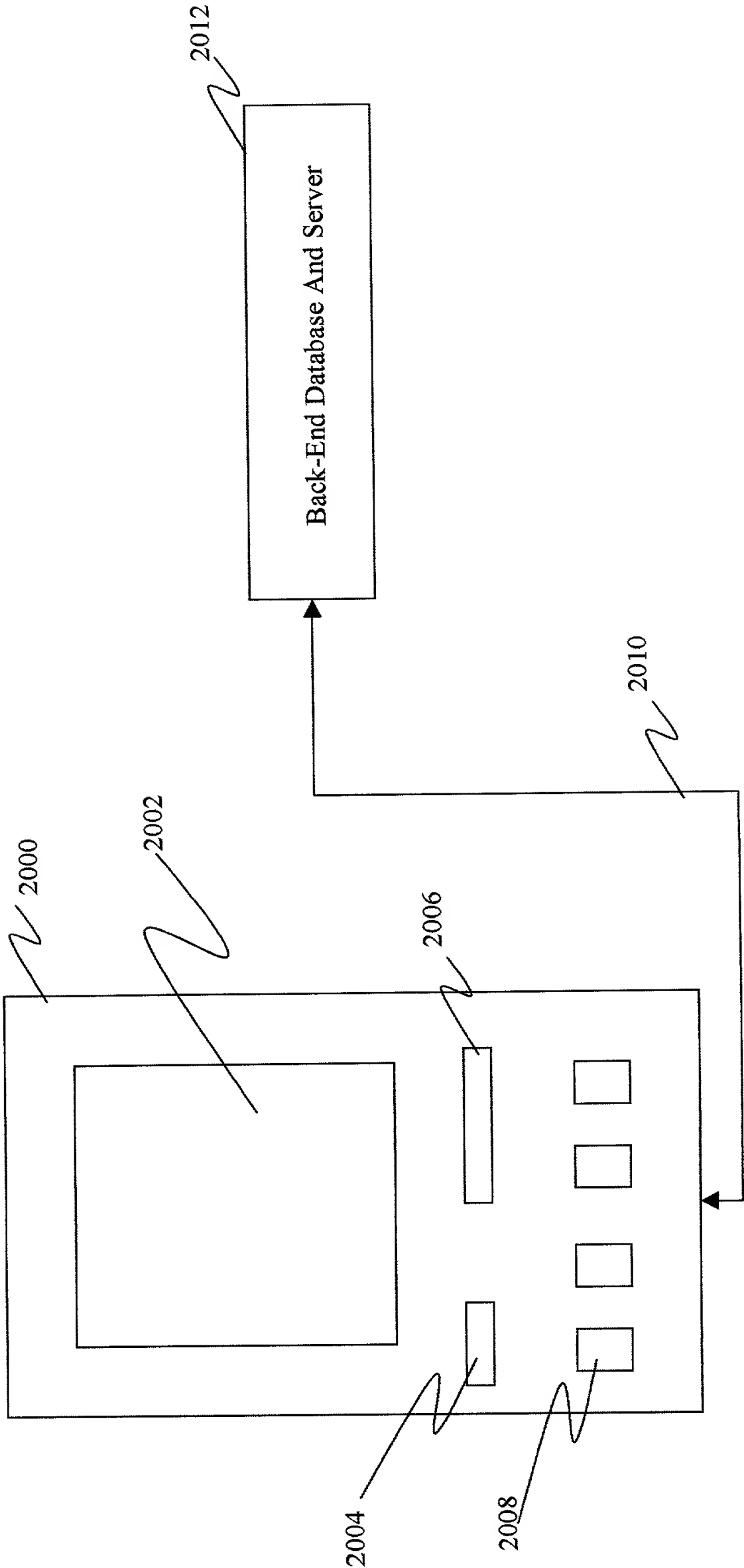


FIGURE 21  
General Bearer Instrument (GBI) Service Station

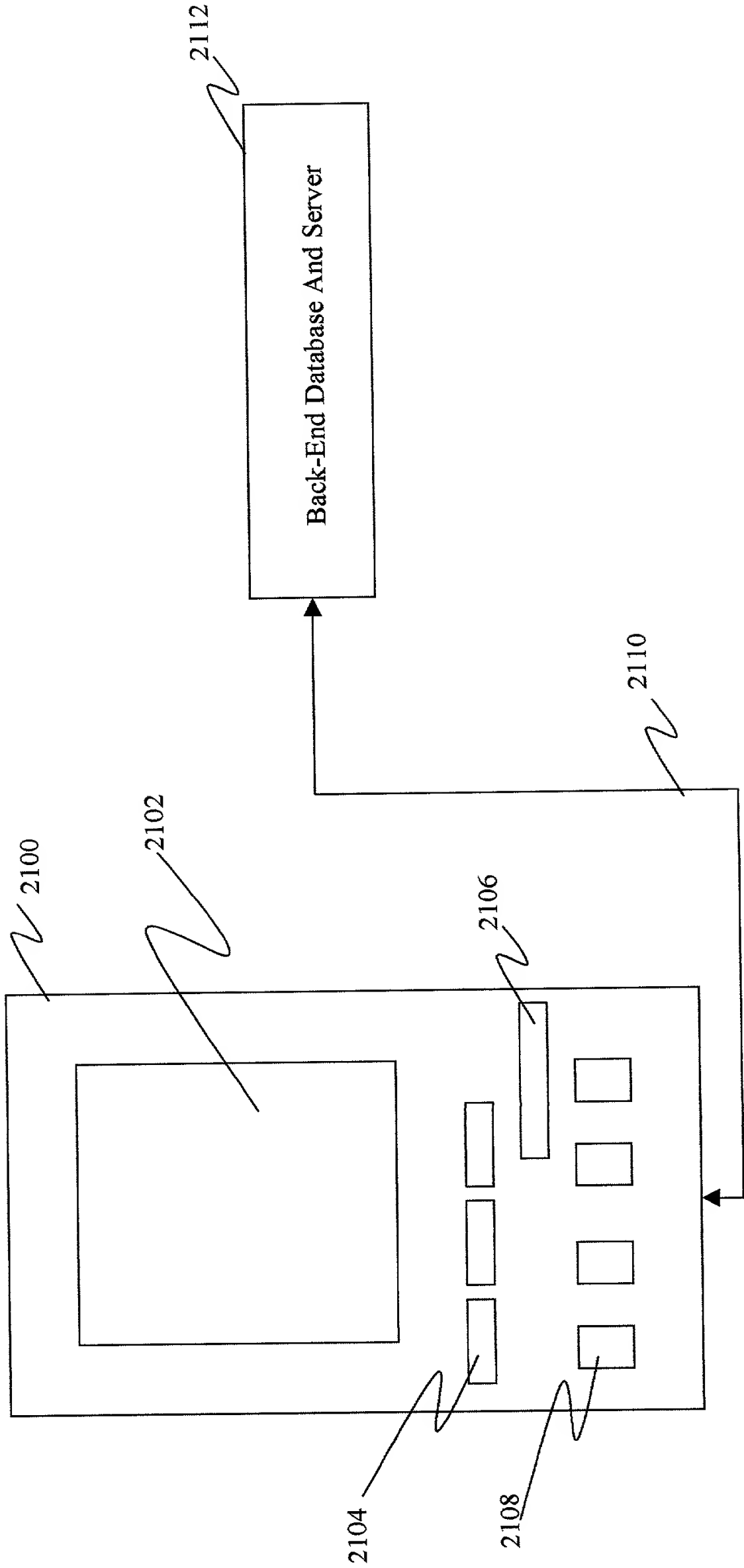


FIGURE 22

Example Use Of GBI Service Station

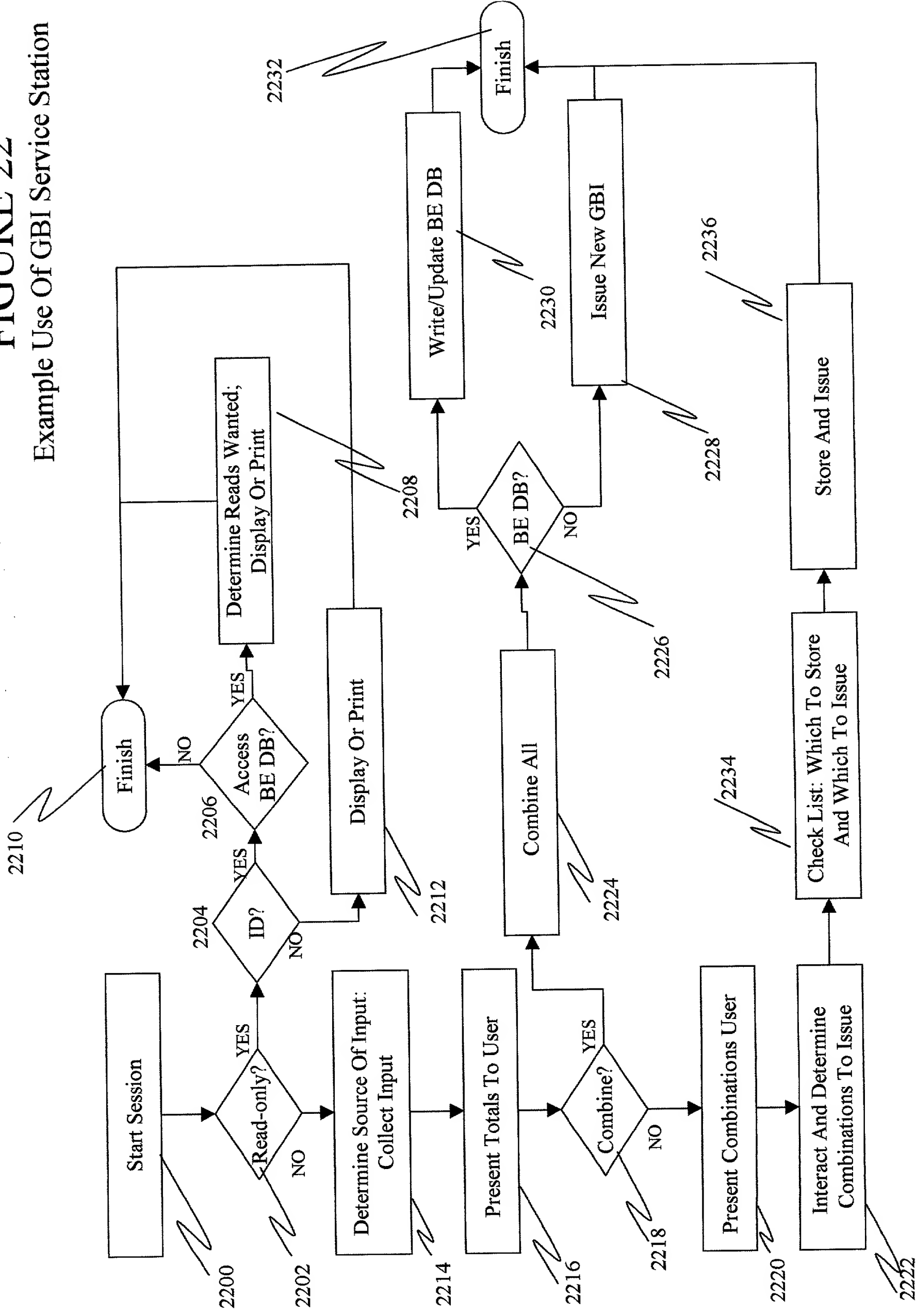


FIG 23

Example Newprom Game

